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A displaying information on available tracks at which races are to be run using the user terminal;

using the user terminal to allow the user to place a wager with the user terminal on a given race at one of the available tracks that has not been run; and

displaying advertising information on [the] a monitor connected to the user terminal.

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A2 Sub, BR 4. (Amended) A method for interactive wagering on races with a user terminal that is remote from any racetrack, comprising:

using the user terminal to display a screen containing a video advertisement; and

allowing [the] a user to place a wager with the user terminal on a given race that has not been run.

Please add claims 10-105 as follows:

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A --10. The method defined in claim 1 wherein the information on available tracks is displayed on a monitor connected to the user terminal. B

11. The method defined in claim 1 wherein the monitor is a television set having a tuner for tuning to a desired television channel. C

12. The method defined in claim 1 wherein the advertising information is video. C

13. The method defined in claim 1 wherein the advertising information is text.

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Sub. BS> 14. The method defined in claim 1 further comprising simultaneously displaying the advertising information and racing videos using the user terminal.

15. The method defined in claim 1 wherein the advertising information indicates that merchandise is available to be ordered.

16. The method defined in claim 15 wherein the user terminal provides the user with an opportunity to order the merchandise.

17. The method defined in claim 16 wherein the user terminal provides the user with an opportunity to order the merchandise with a credit card.

18. The method defined in claim 15 wherein the merchandise is racing memorabilia.

19. The method defined in claim 15 wherein the merchandise is promotional material.

20. The method defined in claim 1 further comprising:  
maintaining an account at a wagering facility; and  
using the user terminal to provide the user with an opportunity to order merchandise against the account located at the wagering facility.

21. The method defined in claim 20 wherein the account at the wagering facility is a wagering account that is adjusted based on wagers placed and the results of the wagers placed.

Sub. B6> 22. The method defined in claim 1 further comprising using the user terminal to display information on the given race.

23. The method defined in claim 22 wherein the information on the given race includes race classification information, race purse information, and race distance information.

24. The method defined in claim 22 wherein the information on the given race includes race surface information.

25. The method defined in claim 22 wherein the information on the given race includes real-time odds.

26. The method defined in claim 22 wherein the information on the given race includes minutes to post.

27. The method defined in claim 22 further comprising receiving the information on the given race with the user terminal from a video and data distribution facility.

28. The method defined in claim 22 further comprising storing the information on the given race at the user terminal.

29. The method defined in claim 28 wherein the information on the given race is stored in memory located at the user terminal.

30. The method defined in claim 1 wherein the information on available tracks includes the next race to be at run at the available tracks.

31. The method defined in claim 1 wherein the information on available tracks includes the post time of the next race to be run at the available tracks.

Sub. B7> 32. The method defined in claim 4 wherein the screen containing the video advertisement is the screen of a monitor connected to the user terminal.

33. The method defined in claim 32 wherein the monitor is a television set having a tuner for tuning to a desired television channel.

34. The method defined in claim 4 wherein the video advertisement contains information on upcoming racing events.

Sub. B8> 35. The method defined in claim 4 further comprising simultaneously displaying the video advertisement and racing videos using the user terminal.

36. The method defined in claim 4 further comprising simultaneously displaying video advertising clips and video clips of the given race using the user terminal.

37. The method defined in claim 4 wherein the video advertisement indicates that merchandise is available to be ordered.

38. The method defined in claim 37 wherein the user terminal provides the user with an opportunity to order the merchandise.

39. The method defined in claim 38 wherein the user terminal provides the user with an opportunity to order the merchandise with a credit card.

40. The method defined in claim 37 wherein the merchandise is racing memorabilia.

41. The method defined in claim 37 wherein the merchandise is promotional material.

42. The method defined in claim 4 further comprising:  
maintaining an account at a wagering facility; and  
using the user terminal to provide the user with an opportunity to order merchandise against the account located at the wagering facility.

43. The method defined in claim 42 wherein the account at the wagering facility is a wagering account that is adjusted based on wagers placed and the results of the wagers placed.

44. The method defined in claim 4 further comprising using the user terminal to display information on the given race.

45. The method defined in claim 44 wherein the information on the given race includes race classification information, race purse information, and race distance information.

46. The method defined in claim 44 wherein the information on the given race includes race surface information.

47. The method defined in claim 44 wherein the information on the given race includes real-time odds.

48. The method defined in claim 44 wherein the information on the given race includes minutes to post.

49. The method defined in claim 44 further comprising receiving the information on the given race with the user terminal from a video and data distribution facility.

50. The method defined in claim 44 further comprising storing the information on the given race at the user terminal.

51. The method defined in claim 50 wherein the information on the given race is stored in memory located at the user terminal.

Sub B<sup>9</sup> 52. The method defined in claim 5 wherein the information on races is displayed on a monitor connected to the user terminal.

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53. The method defined in claim 52<sup>7</sup> wherein the monitor is a television set having a tuner for tuning to a desired television channel.

54. The method defined in claim 5<sup>8</sup> wherein the user terminal provides the user with an opportunity to order the merchandise with a credit card.

55. The method defined in claim 5<sup>9</sup> wherein the merchandise is promotional material.

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56. The method defined in claim 5<sup>1</sup> further comprising:  
maintaining an account at a wagering facility; and  
using the user terminal to provide the user with an opportunity to order merchandise against the account located at the wagering facility.



<sup>11</sup>  
~~57~~. The method defined in claim ~~56~~<sup>10</sup> wherein the account at the wagering facility is a wagering account that is adjusted based on wagers placed and the results of the wagers placed.

<sup>12</sup>  
~~58~~. The method defined in claim ~~5~~<sup>1</sup> wherein the information on races includes race classification information, race purse information, and race distance information.

<sup>13</sup>  
~~59~~. The method defined in claim ~~5~~<sup>1</sup> wherein the information on races includes race surface information.

<sup>14</sup>  
~~60~~. The method defined in claim ~~5~~<sup>1</sup> wherein the information on races includes real-time odds.

<sup>15</sup>  
~~61~~. The method defined in claim ~~5~~<sup>1</sup> wherein the information on races includes minutes to post.

<sup>16</sup>  
~~62~~. The method defined in claim ~~5~~<sup>1</sup> further comprising receiving the information on races with the user terminal from a video and data distribution facility.

<sup>17</sup>  
~~63~~. The method defined in claim ~~5~~<sup>1</sup> further comprising storing the information on races at the user terminal.

<sup>18</sup>  
~~64~~. The method defined in claim <sup>17</sup>~~63~~ wherein the information on races is stored in memory located at the user terminal.

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Sub, B<sup>10</sup> 65. An off-track wagering system for interactively wagering on races that is remote from any racetrack, comprising:  
a user terminal for displaying information on available tracks at which races are to be run, wherein the user terminal allows a user to place a wager on a given one of the races to be run, and wherein the user terminal displays advertising information; and

a video and data distribution facility for providing the advertising information and the information on the available tracks to the user terminal.

66. The system defined in claim 65 further comprising displaying the advertising and the information on available tracks on a monitor connected to the user terminal.

67. The system defined in claim 66 wherein the monitor is a television set having a tuner for tuning to a desired television channel.

68. The system defined in claim 65 wherein the user terminal stores the information on available tracks.

69. The system defined in claim 65 wherein the user terminal contains memory and the information on available tracks is stored in the memory.

70. The system defined in claim 65 wherein the video and data distribution facility is a satellite broadcast facility.

71. The system defined in claim 65 wherein the video and data distribution facility is a cable headend facility.

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72. The system defined in claim 65 further comprising a telephone network for transmitting and receiving transaction data related to a wager.

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Sub. B<sup>1</sup> > 73. The system defined in claim 65 wherein the video and data distribution facility is configured to provide racing videos to user terminal.

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74. The system defined in claim 73 wherein the user terminal is configured to display the racing videos to the user.

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Sub. B<sup>12</sup> > 75. An off-track wagering system for interactively wagering on races that is remote from any racetrack, comprising:

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a user terminal for displaying a video advertisement on a screen and for allowing a user to place a wager on a given race to be run; and

a video and data distribution facility for providing the video advertisement to the user terminal.

76. The system defined in claim 75 further comprising displaying the video advertisement on the screen of a monitor connected to the user terminal.

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77. The system defined in claim 76 wherein the monitor is a television set having a tuner for tuning to a desired television channel.

78. The system defined in claim 75 wherein the video and data distribution facility is a satellite broadcast facility.

79. The system defined in claim 75 wherein the video and data distribution facility is a cable headend facility.

80. The system defined in claim 75 further comprising a telephone network for transmitting and receiving transaction data related to a wager.

Sub. B13> 81. The system defined in claim 75 wherein the video and data distribution facility is configured to provide racing videos to user terminal.

82. The system defined in claim 81 wherein the user terminal is configured to display the racing videos to the user.

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Sub B14> 83. An off-track wagering system for interactively wagering on races that is remote from any racetrack, comprising:  
a user terminal for displaying information on races that have not been run, wherein the user terminal allows a user to place a wager on a given one of the races that has not been run, and wherein the user terminal provides the user with an opportunity to order merchandise; and  
a video and data distribution facility for providing the information on races to the user terminal.

84. The system defined in claim 83 further comprising displaying the information on races on a monitor connected to the user terminal.

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85. The system defined in claim 84 wherein the monitor is a television set having a tuner for tuning to a desired television channel.

<sup>22</sup>  
~~86.~~ The system defined in claim ~~83~~<sup>19</sup> wherein the user terminal stores the information on races.

<sup>23</sup>  
~~87.~~ The system defined in claim ~~83~~<sup>19</sup> wherein the user terminal contains memory and stores the information on races in the memory.

<sup>24</sup>  
~~88.~~ The system defined in claim ~~83~~<sup>19</sup> further comprising a management facility that is configured to process merchandise orders.

<sup>25</sup>  
~~89.~~ The system defined in claim ~~83~~<sup>19</sup> wherein the video and data distribution facility is a satellite broadcast facility.

<sup>26</sup>  
~~90.~~ The system defined in claim ~~83~~<sup>19</sup> wherein the video and data distribution facility is a cable headend facility.

<sup>27</sup>  
~~91.~~ The system defined in claim ~~83~~<sup>19</sup> further comprising a telephone network for transmitting and receiving transaction data related to a wager.

<sup>28</sup>  
~~92.~~ The system defined in claim ~~83~~<sup>19</sup> wherein the video and data distribution facility is configured to provide racing videos to user terminal.

<sup>29</sup>  
93. The system defined in claim <sup>28</sup>92 wherein the user terminal is configured to display the racing videos to the user.

Sub. B5 > 94. A user terminal for use in a user's home that allows the user to place a wager on a race that has not been run, comprising:

a receiver that receives advertising information and information on racetracks; and

a processor that presents an interactive wagering interface on a monitor, wherein the user can place wagers using the interactive wagering interface and wherein the interactive wagering interface displays the advertising information and the information on racetracks on the monitor.

95. The user terminal defined in claim 94 further comprising memory for storing the advertising information.

96. The user terminal defined in claim 94 wherein the advertising information is for upcoming race events.

Sub. B16 > 97. A user terminal for use in a user's home that allows the user to place a wager on a race that has not been run, comprising:

a receiver that receives video advertisements; and

a processor that presents an interactive wagering interface on a monitor, wherein the user can place wagers using the interactive wagering interface and wherein the interactive wagering interface displays the video advertisements on the monitor.

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98. The user terminal defined in claim 97 further comprising memory for storing the video advertisements.

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A 99. The user terminal defined in claim 97 wherein the video advertisements are compressed video advertisements and the receiver receives the compressed video advertisements as video advertisement data.

Sub. B17 > 100. The user terminal defined in claim 97 wherein the receiver receives racing videos and wherein the interactive wagering interface simultaneously displays the video advertisements and the racing videos.

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101. The user terminal defined in claim 97 wherein at least one of the video advertisements indicates that merchandise is available to be ordered.